THE MAGAZINE WITH THE BEST GAMES, COMICS AND CRAFTS

COOL STICKERS!

Disney • PIXAR

THE WORLD OF Cars

NO. 12

DROP AND GIVE ME TWENTY MILES! GO, GO, GO!

WOW!

SARGE

CARS MAGAZINE 12

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PLAYING WITH CARS

EVERY FLAG HOISTED BY SARGE
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THE FUN GOES ON WITH CARS CARDS!!!

EHY, GUYS! I'M PROUD OF EVERY PAGE IN THIS ISSUE!

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HELLO!

SARGE, THE VETERAN

THEY SAY I HAVE A DIFFICULT CHARACTER...
ACTUALLY I JUST HAVE SOUND PRINCIPLES:
DISCIPLINE ON THE ROAD AND ORDER IN MY WAREHOUSE!

MY SHOP

IN MY DEPOT, THE SARGE'S SURPLUS HUT, I KEEP MANY HANDY ACCESSORIES, LIKE A PAIR OF BINOCULARS TO SEE IN THE DARK OR THE MOTHER ROAD SURVIVAL KIT: THE ABSOLUTE NECESSITY FOR HELPING MOST BRAVE CARS IN THEIR ADVENTURES ON THE ROAD!

MY CAREER

Sarge's rank insignia design used with the approval of the U.S. Army

DURING MILITARY SERVICE I RECEIVED THE GRILL BADGE OF TRUE METTLE AND LOTS OF MEDALS FOR MY BRAVERY AND MY ACTS OF DARING FEARLESSNESS!

GO, GO, GO!

MY MODEL

I'M A 1942 WWII WILLY'S ARMY JEEP, JUST LIKE THE ONE IN THIS PICTURE

MY BOOT CAMP

LATELY I DECIDED TO TEACH TO THOSE SUV DRIPS HOW TO SURVIVE OFFROAD. THIS IS WHY I HAVE THE SARGE'S SUV BOOT CAMP.

A-TEN HUT!

KISS THE PAVEMENT GOODBYE, GENTLEMEN!

SARGE'S BOOT CAMP

SARGE DECIDED TO OPEN A TRAINING CAMP FOR CITY SUVS WHO WANT TO BECOME REAL OFFROAD VEHICLES! THE COURSE PROVIDES FOUR ABILITY TESTS. TRY THEM OUT!

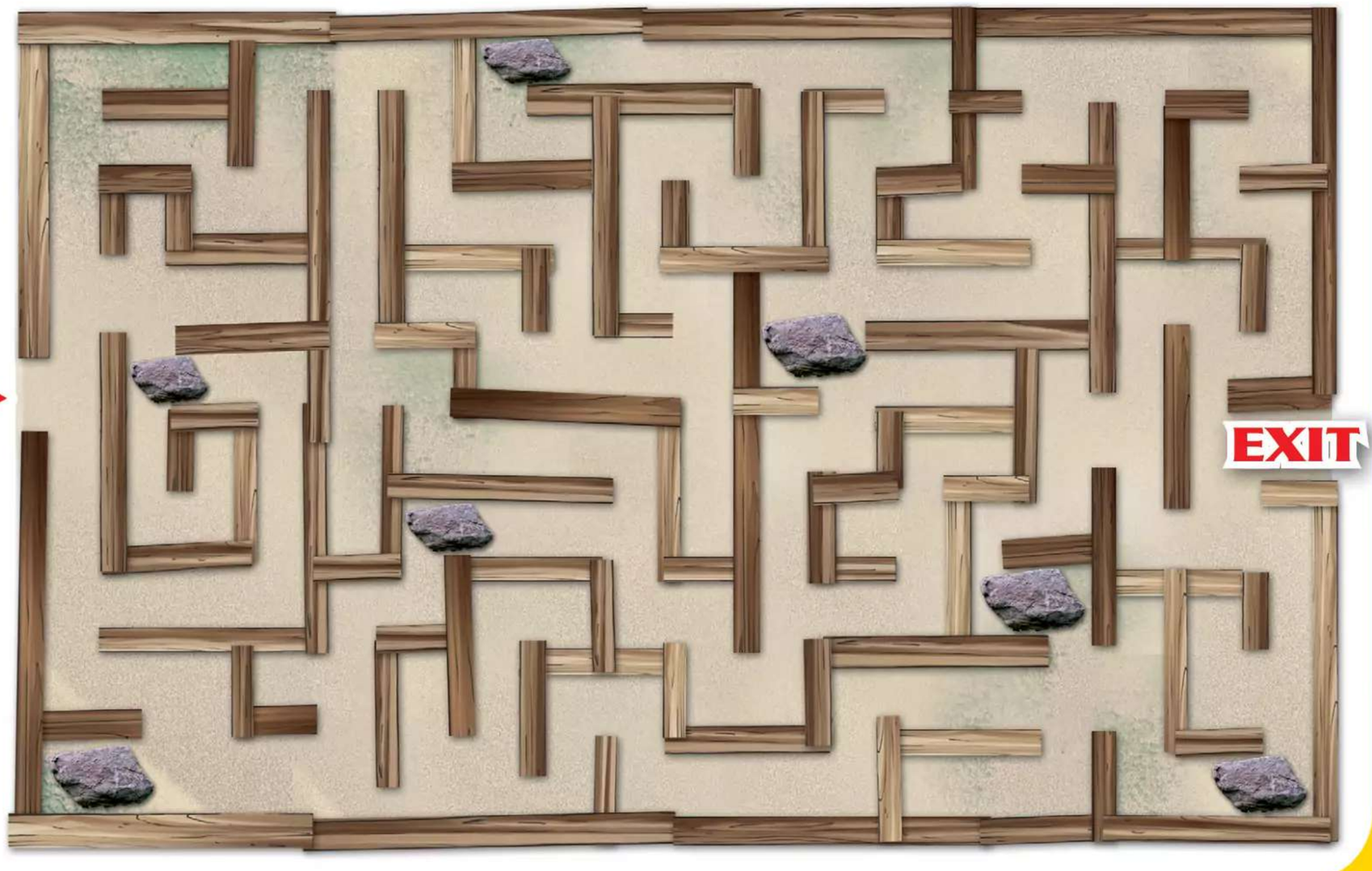
ANSWERS ON **PAGE 33**

TRIAL 1

OFF ROAD DRIVING

YOU NEED TO FIND THE EXIT FROM THIS LABYRINTH. BUT BE CAREFUL, YOU ARE NOT IN TOWN AND SOME ROCKS COULD BLOCK THE ROAD!

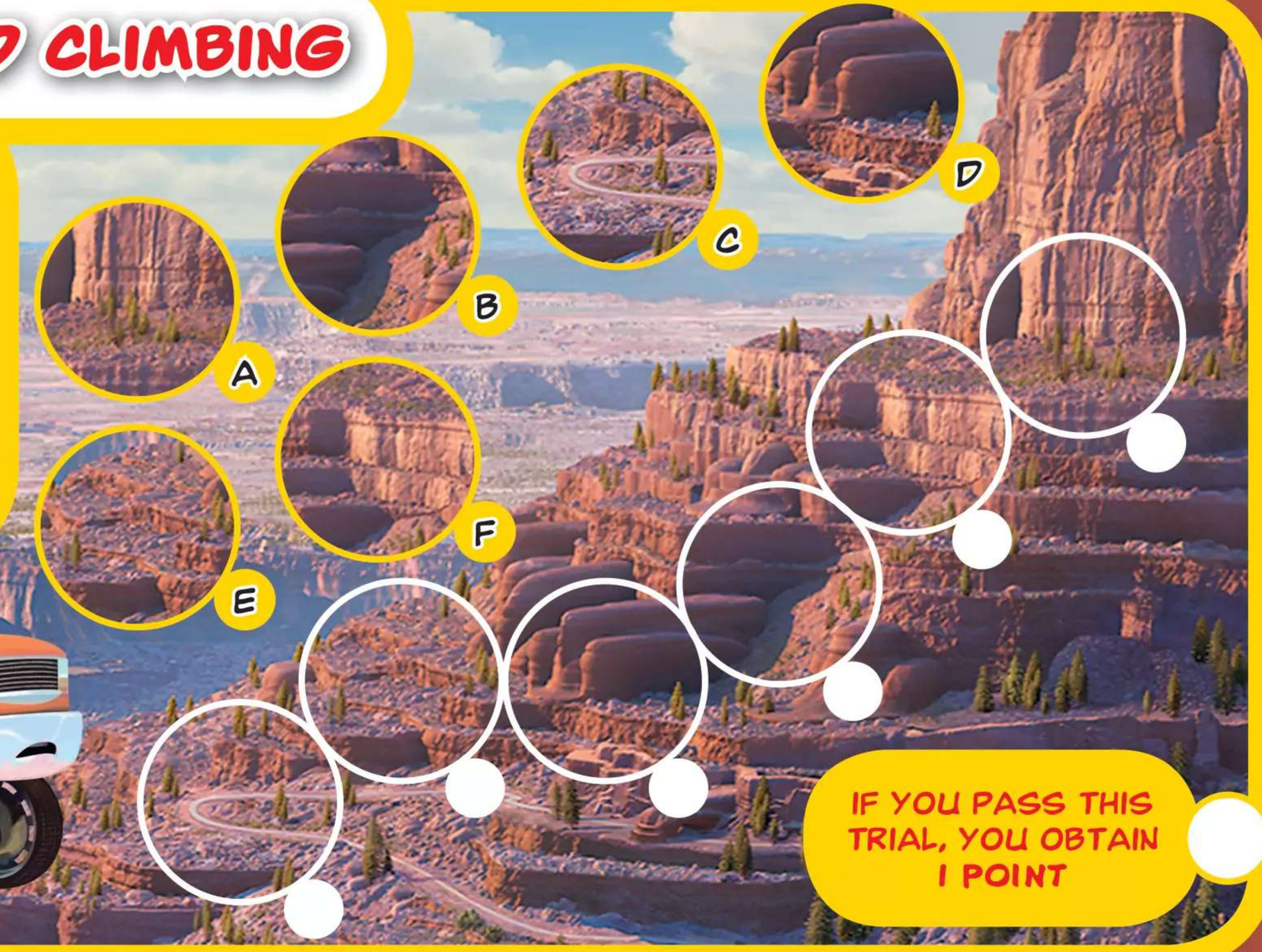
IF YOU PASS THIS TRIAL, YOU OBTAIN 1 POINT



TRIAL 2

HARD CLIMBING

TO GET ON THE TOP OF THE HILL YOU NEED TO REARRANGE THE IMAGES FROM THE BOTTOM TO THE TOP



IF YOU PASS THIS TRIAL, YOU OBTAIN 1 POINT

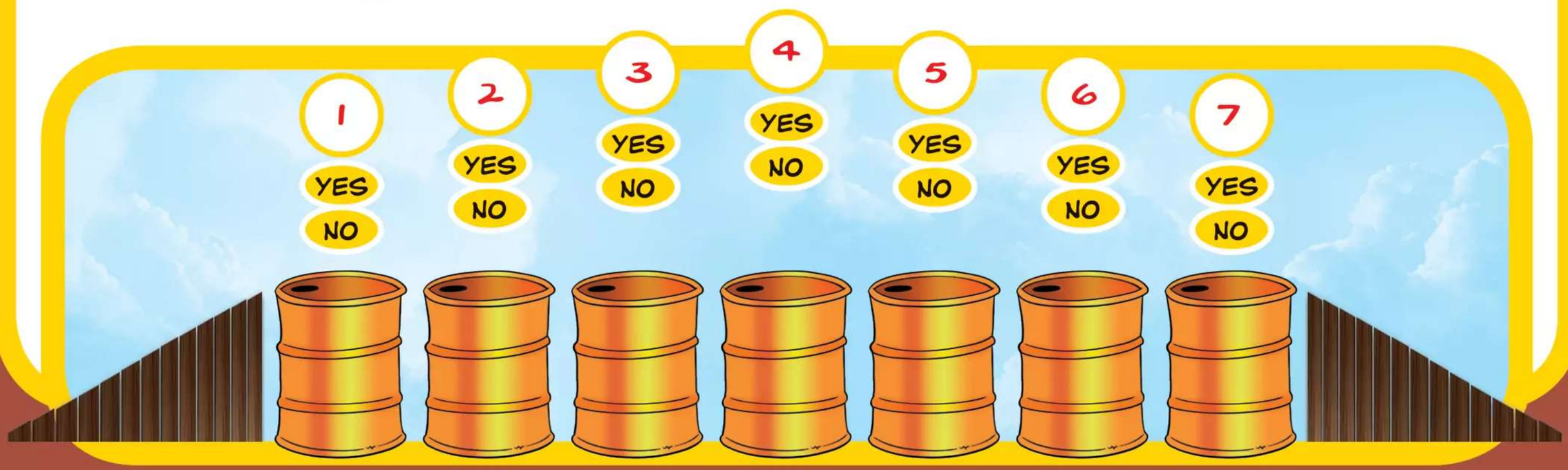
TRIAL 3

JUMPING

TO COMPLETE THE JUMP YOU NEED TO GIVE AT LEAST 4 CORRECT ANSWERS TO THESE 7 QUESTIONS ON SARGE! COME ON, YOU CAN MAKE IT!

IF YOU PASS THIS TRIAL, YOU OBTAIN 1 POINT

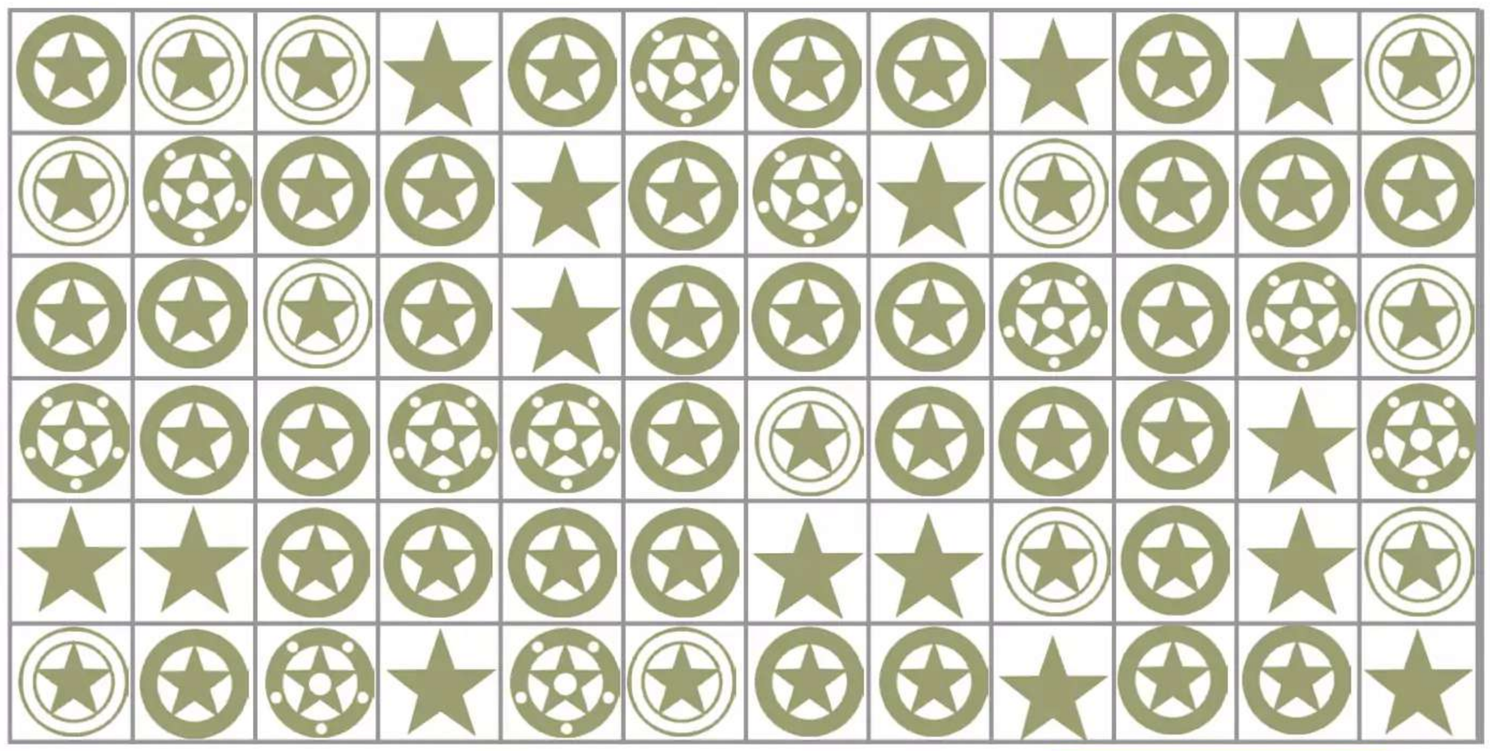
QUESTIONS: (1) IS SARGE A JEEP? (2) IS HE THE SHERIFF IN TOWN? (3) DOES HE HAVE A MOTEL? (4) IS HE THE BEST FRIEND OF LIGHTNING? (5) DID HE EVER WIN A PISTON CUP? (6) DOES HE HAVE GREEN EYES? (7) DOES HE HAVE A SOFT TOP?



TRIAL 4

MINEFIELD

YOU NEED TO REACH THE FINISH LINE BY MOVING FORWARD, LEFT OR RIGHT. WATCH OUT! YOU CAN ONLY MOVE ON THE SQUARES WITH THE SYMBOL ★



SARGE'S REPORT CARD

0 POINTS
YOU ARE A LIVING ROOM SUV

1 POINT
WELL DONE, NOT ONLY ASPHALT

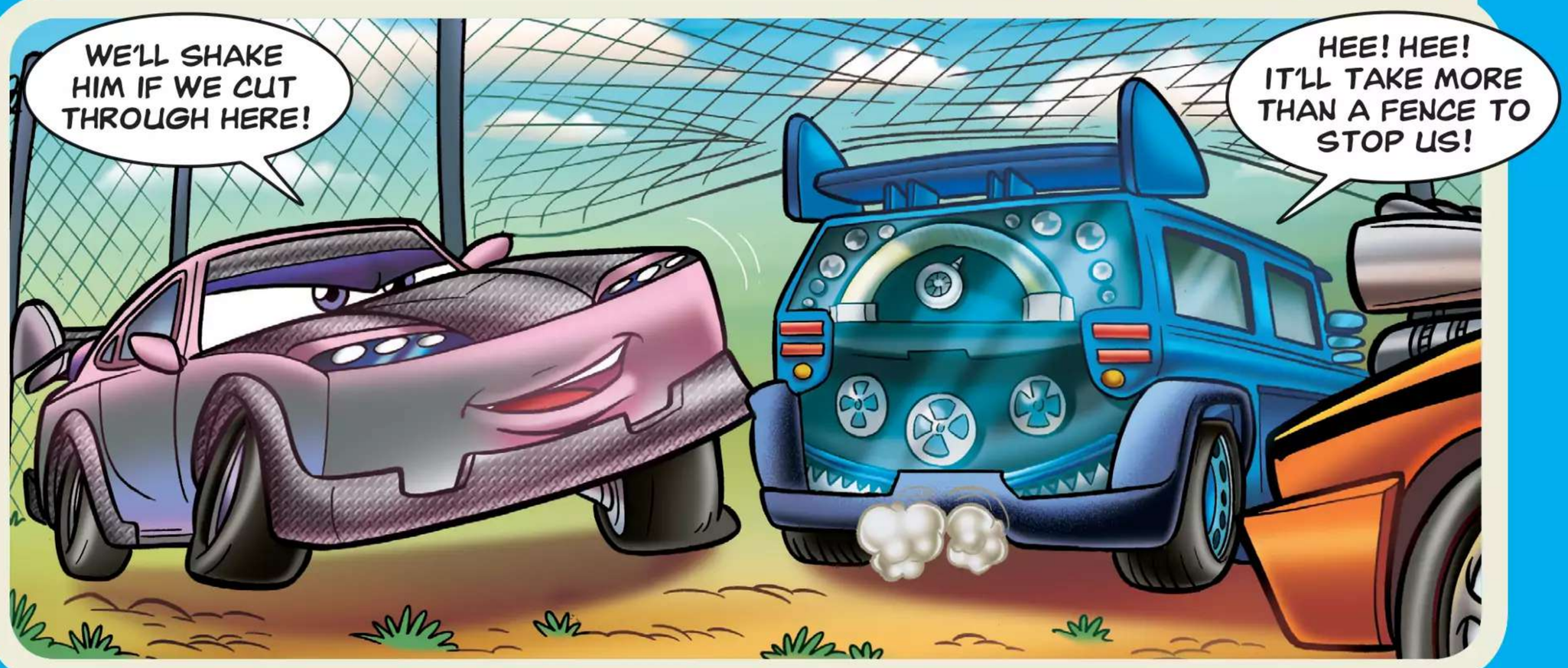
2 POINTS
GOOD, FEARLESS SUV

3 POINTS
READY FOR ADVENTURE

4 POINTS
NO LIMITS SUV

IF YOU PASS THIS TRIAL, YOU OBTAIN 1 POINT

NEW RECRUITS?



Script: Alessandro Sisti; pencils: Valentino Forlini; ink: Michela Frare; color: Kawaii Creative Studio

HEY! WHAT HIT THIS PLACE?

HOLES IN THE GROUND, TREE TRUNKS DOWN, DITCHES...LOOKS LIKE A TORNADO PASSED THROUGH!

HELLO, RECRUITS!

YOU MUST BE THE NEW ENLISTMENTS FOR MY BOOT CAMP, RIGHT?

UMM...OH, WE SURE ARE!

LET'S GO, THEN! TRAINING STARTS RIGHT AWAY!

I DON'T FEEL LIKE TRAINING, BOOST!

BUT SHERIFF WOULD NEVER THINK OF LOOKING FOR US HERE, KNUCKLE-HEAD!

WE'LL WAIT TILL THINGS COOL DOWN, THEN EASE ON OUTA HERE TONIGHT!

A LITTLE EXERCISE WITH THAT OLD JEEP WILL BE A BREEZE!

REALLY! WE'RE TOUGH CARS!

BUT...

MOVE THOSE WHEELS!

984673

A LITTLE MUD DOES A BODY GOOD!

VRRRR

GET A MOVE ON OVER THAT BRIDGE!

I HOPE YOU DON'T DENT YOURSELF!

MANY HOURS LATER...

WE WANT OUT! WE'RE NOT YOUR RECRUITS!

DON'T I KNOW IT! I JUST FIGURED A LITTLE BIT O' TRAINING WOULD DO YOU GOOD.

A FRIEND OF MINE ASKED ME TO KEEP YOU OUT OF TROUBLE FOR A WHILE!

ENJOY YOURSELVES?

GROAN! WE SHOULD HAVE YOU LET YOU BUST US SOONER!

IT WOULD HAVE SAVED US ALL THAT HARD WORK!

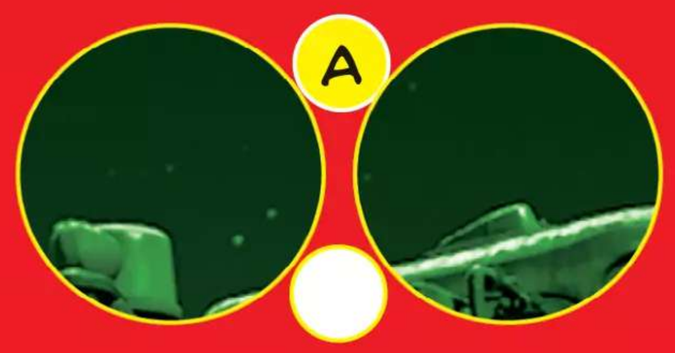
THE END

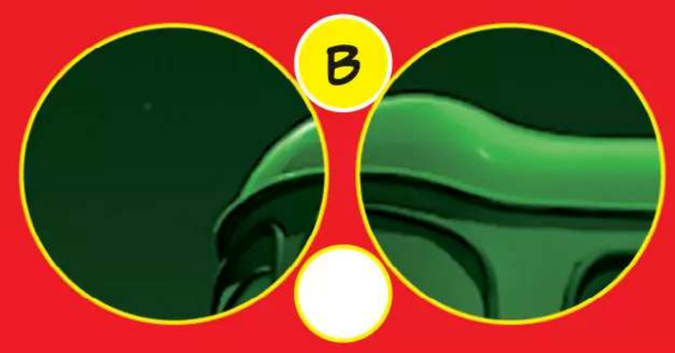
GAMES 2

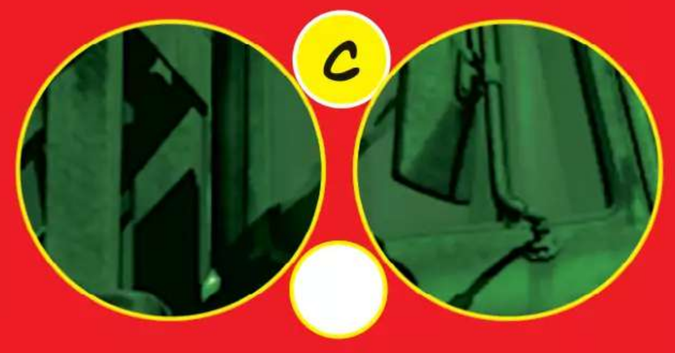
WITH BINOCULARS FOR NIGHT SIGHT

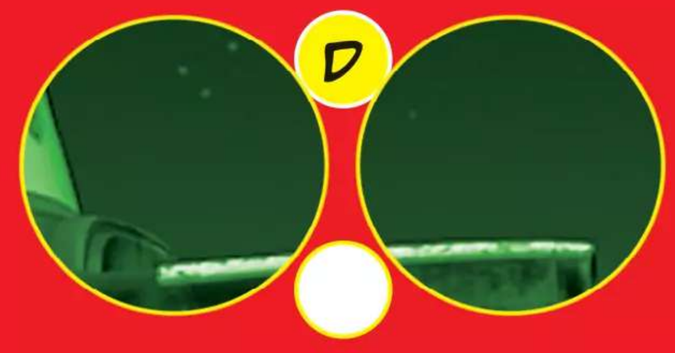
VERIFY YOUR NIGHT SIGHT WITH LIGHTNING McQUEEN.

ANSWERS ON **PAGE 33**

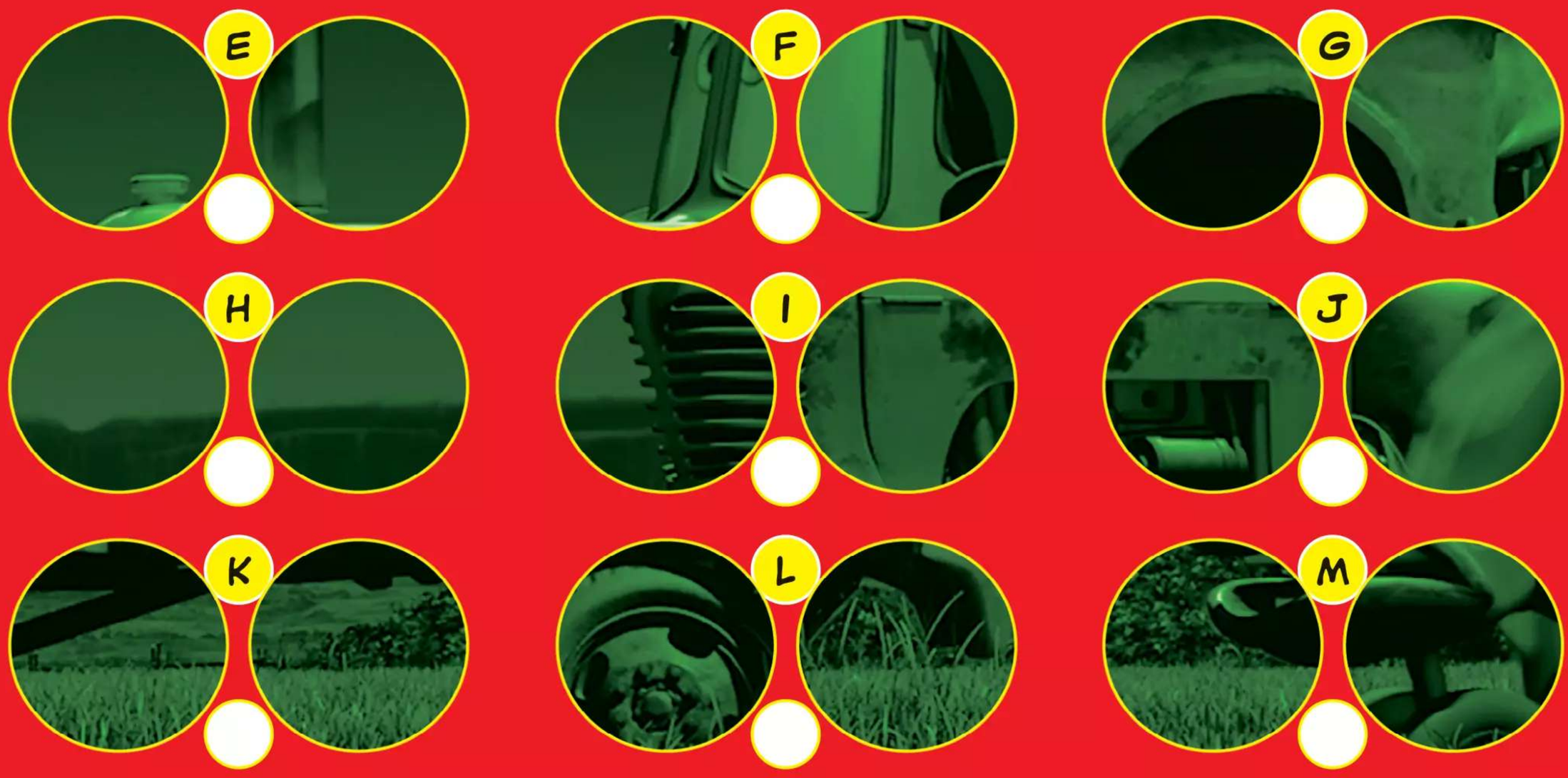








LIGHTNING RECEIVED A NICE PAIR OF BINOCULARS FOR NIGHT SIGHT AS A GIFT FROM SARGE. HE'S HAVING FUN OBSERVING WITH THEM THE SCENE ON THE RIGHT. ASSIGN TO EACH OF THE 10 GREEN BINOCULAR FRAMES ON TOP THE CORRESPONDING COUPLE OF NUMBERS.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PATHFINDING

DURING A MILITARY EXERCISE, A CADET OF SARGE'S BOOT CAMP GOT LOST ALONG THE WAY. FOLLOW THE INSTRUCTIONS TO FIND HIM.

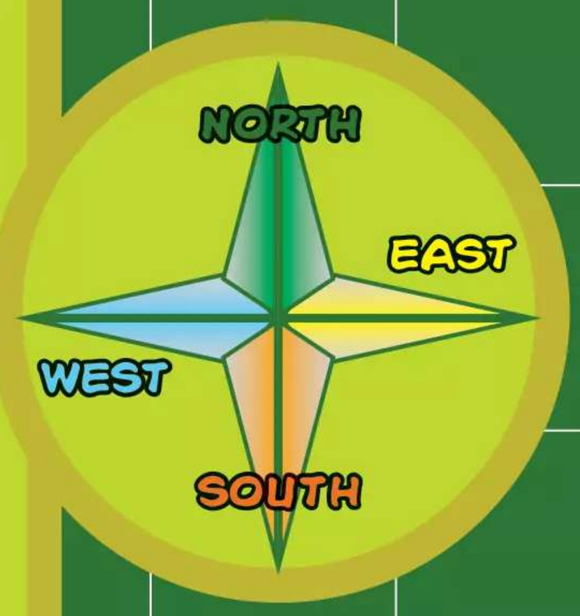
ANSWERS ON **PAGE 33**

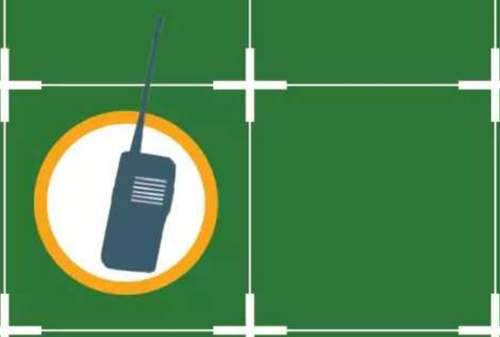
FOLLOW MY INSTRUCTIONS AND YOU WILL FIND THE LOST SUV! WHILE YOU'RE ON THE ROAD YOU ALSO NEED TO COLLECT SOME USEFUL OBJECTS!

INSTRUCTIONS

GO 5 BLOCKS EAST,
COLLECT THE OBJECT.
GO 2 BLOCKS NORTH,
GO 2 BLOCKS WEST,
GO 7 BLOCKS NORTH,
GO 1 BLOCKS EAST,
COLLECT THE OBJECT.
GO 3 BLOCKS EAST,
GO 6 BLOCKS SOUTH,
COLLECT THE OBJECT.
GO 4 BLOCKS EAST,
GO 2 BLOCKS SOUTH,
GO 2 BLOCKS EAST,
GO 4 BLOCKS NORTH,
GO 4 BLOCKS WEST,
GO 2 BLOCKS NORTH,
COLLECT THE OBJECT.
GO 5 BLOCKS EAST,
GO 1 BLOCK NORTH,
GO 1 BLOCK EAST,
GO 1 BLOCK NORTH,
GO 1 BLOCK WEST,
AND YOU FIND
THE LOST SUV!

START





A. WHICH OF THESE OBJECTS DID YOU COLLECT ALONG YOUR JOURNEY?

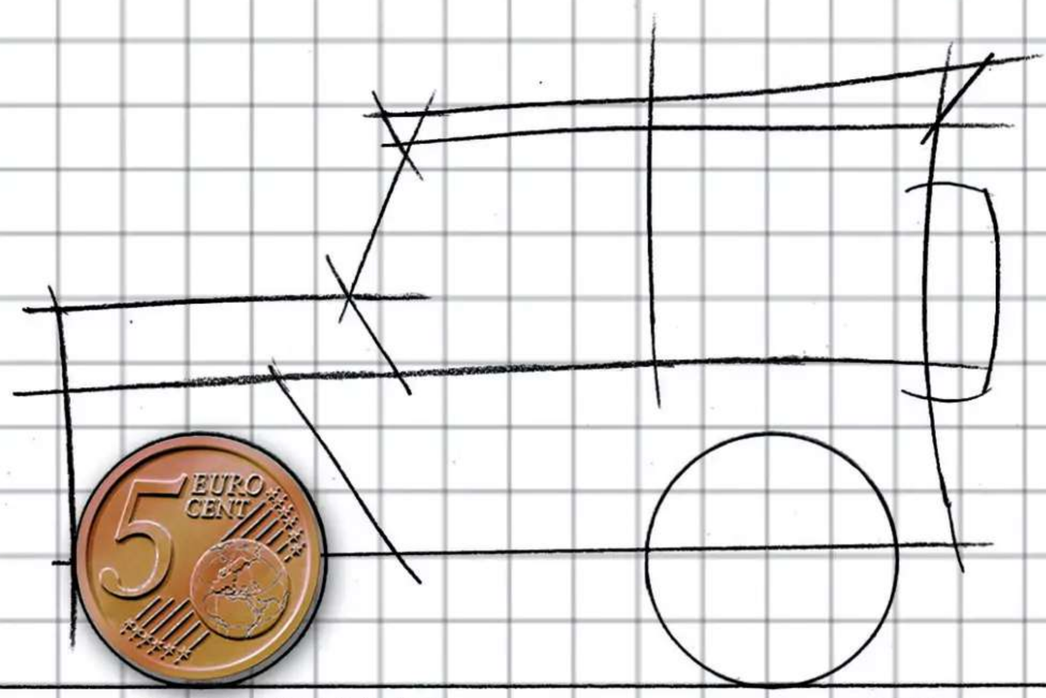
B. WHICH OF THESE CARS IS THE LOST SUV INDICATED BY SARGE?

HOW TO DRAW SARGE

REPEAT THESE 4 STEPS AND LEARN TO DRAW SARGE, THE VETERAN OF RADIATOR SPRINGS

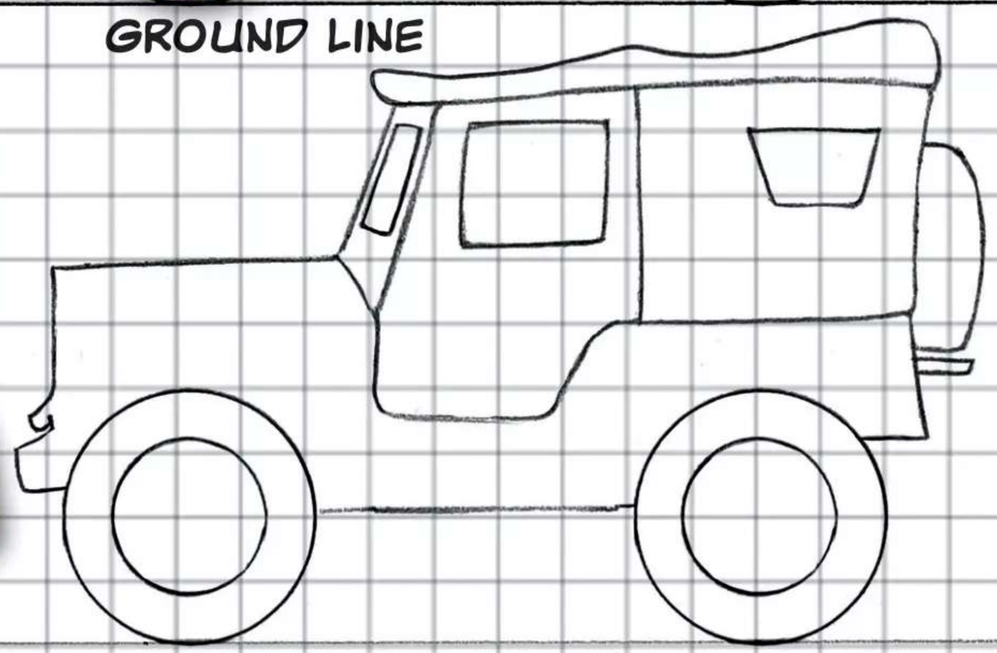
1ST DRAW THE GUIDELINES

TIP: USE A COIN TO DRAW THE WHEELS!



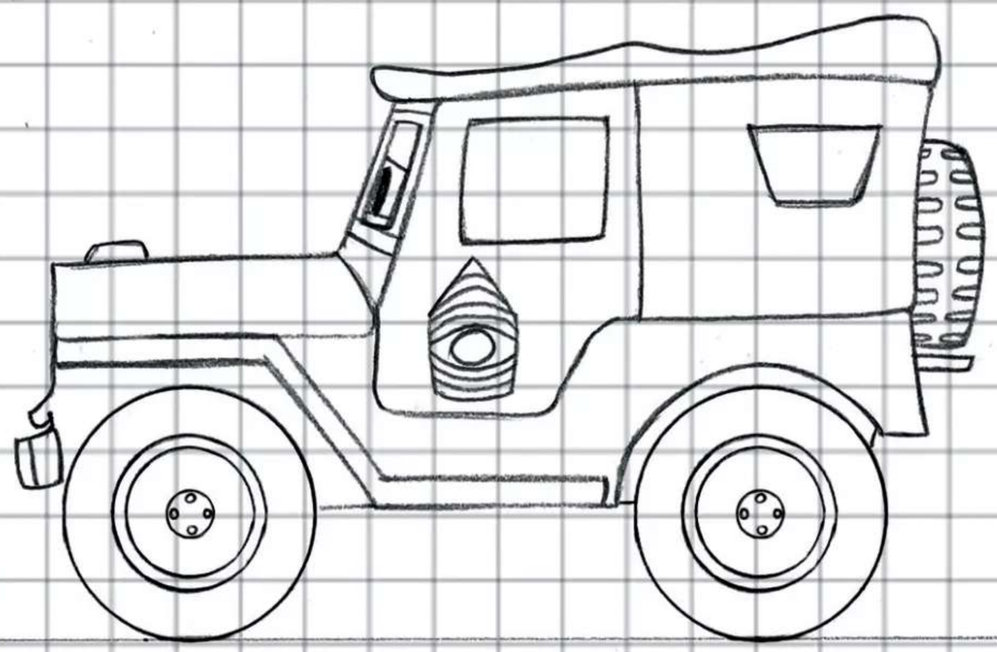
2ND DRAW THE OUTLINES

TIP: ERASE THE LINES THAT YOU DON'T NEED



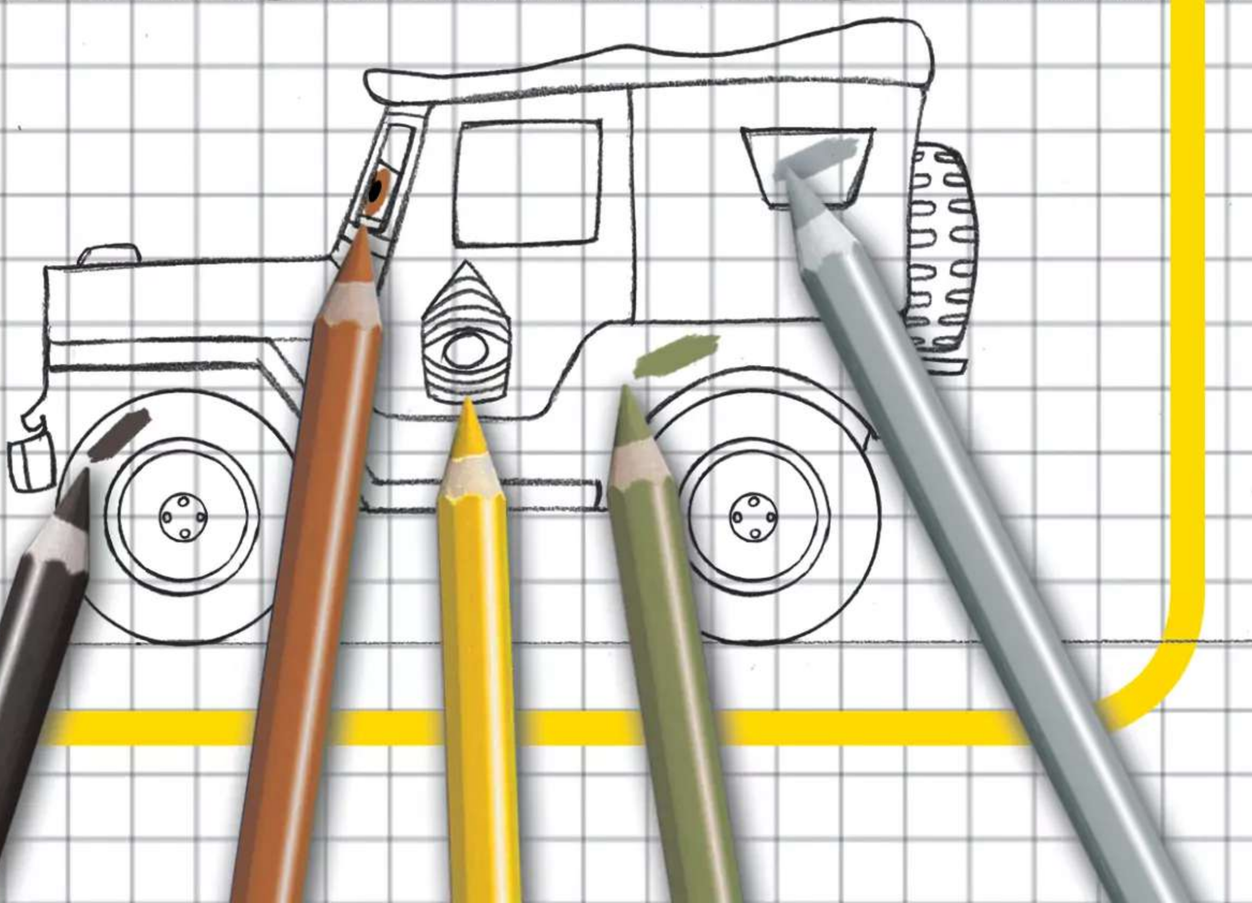
3RD ADD THE DETAILS

TRY: ADD AS MANY AS YOU CAN.
USE THIS ISSUE'S POSTER TO HELP YOU!



4TH COLOR YOUR DRAWING

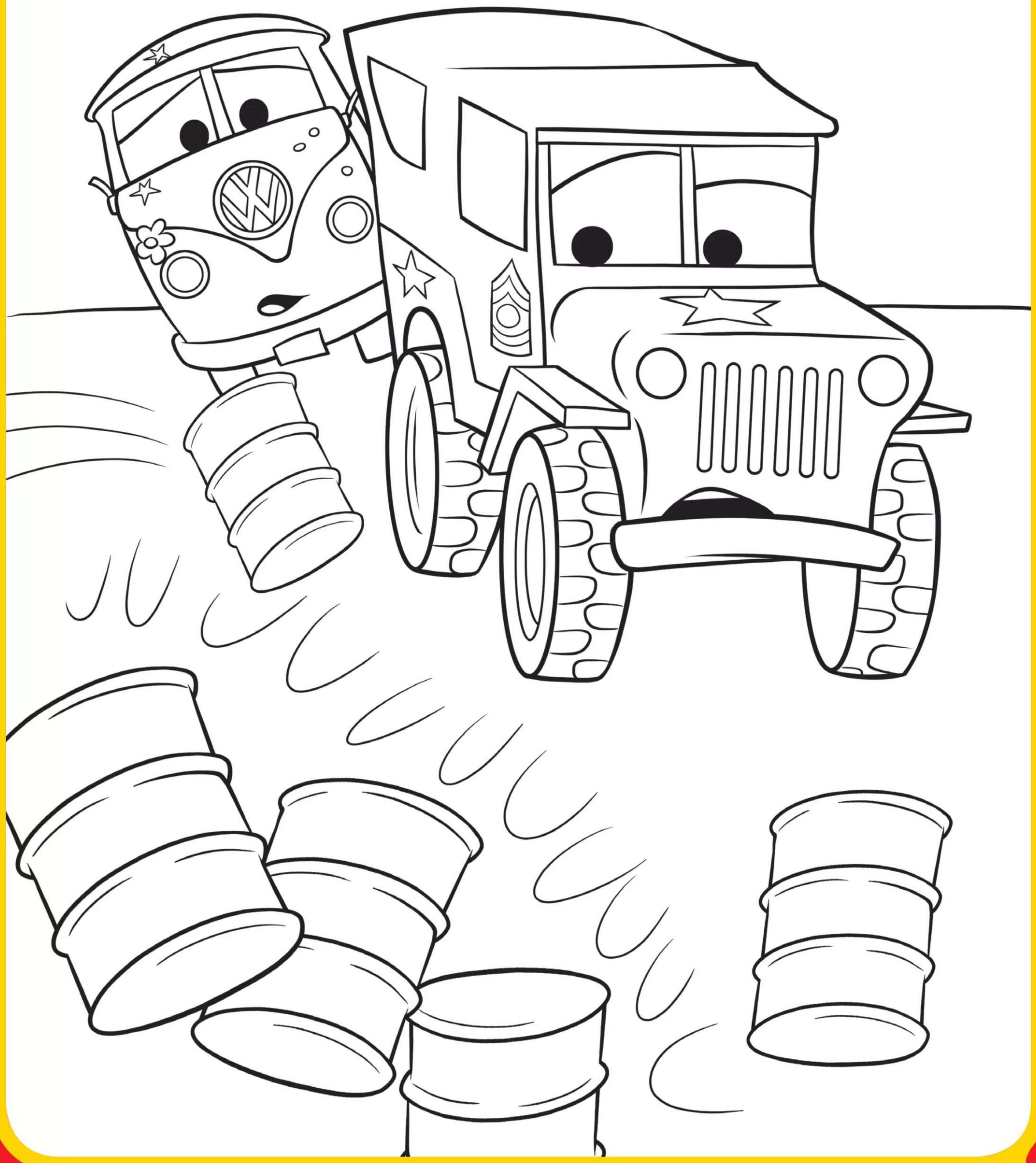
YOU'LL NEED BLACK, GRAY, MILITARY GREEN, YELLOW AND HAZEL FOR THE EYES.
AND NOW, YOU'RE DONE!



COLORING 1

WATCH OUT, BARRELS FALLING

WHILE SARGE AND FILLMORE ARE BUSY AVOIDING THE BARRELS, HAVE FUN COLORING THEM!



CARS MAGAZINE 12

POSTER

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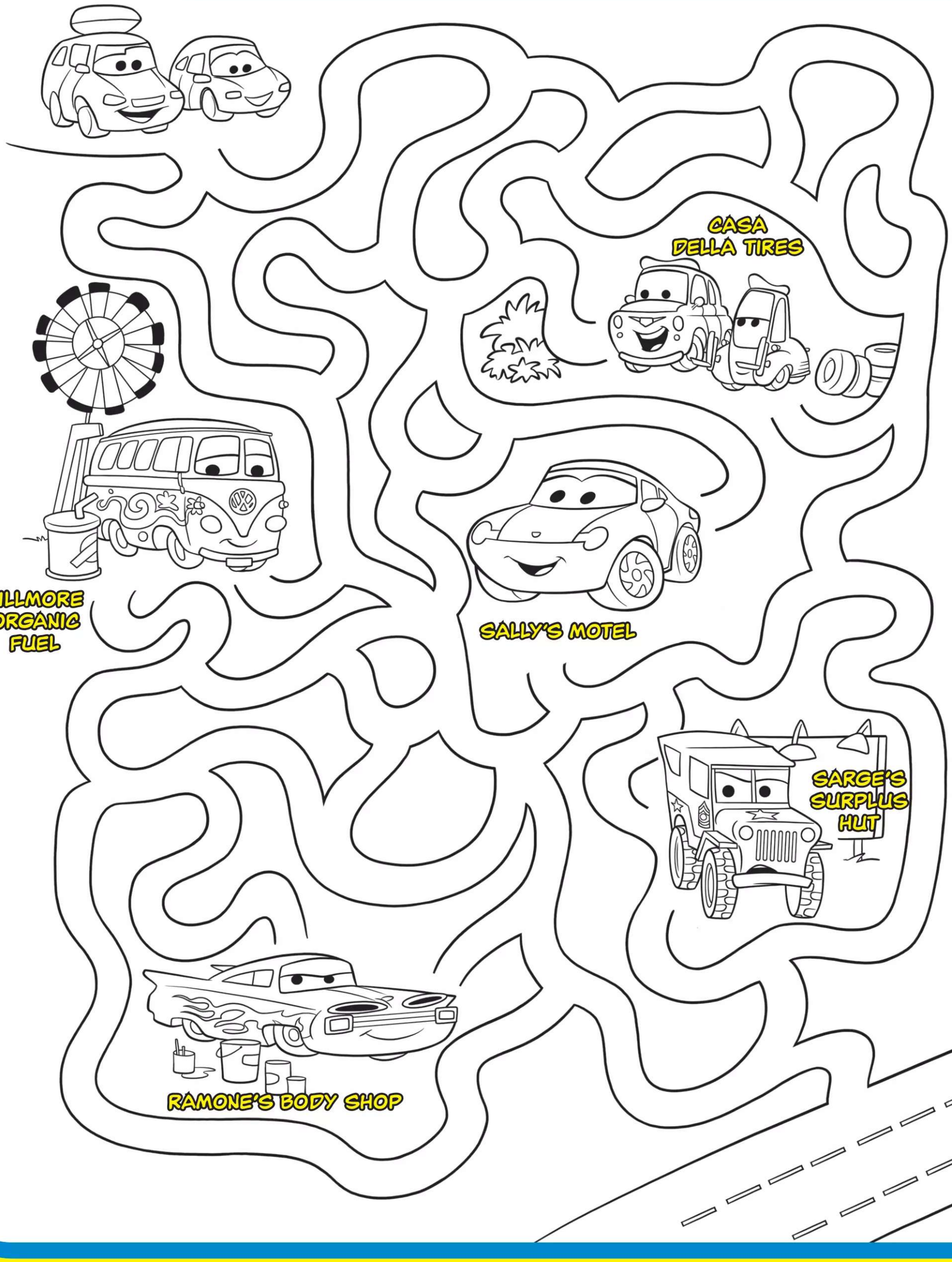
THE WORLD OF Cars

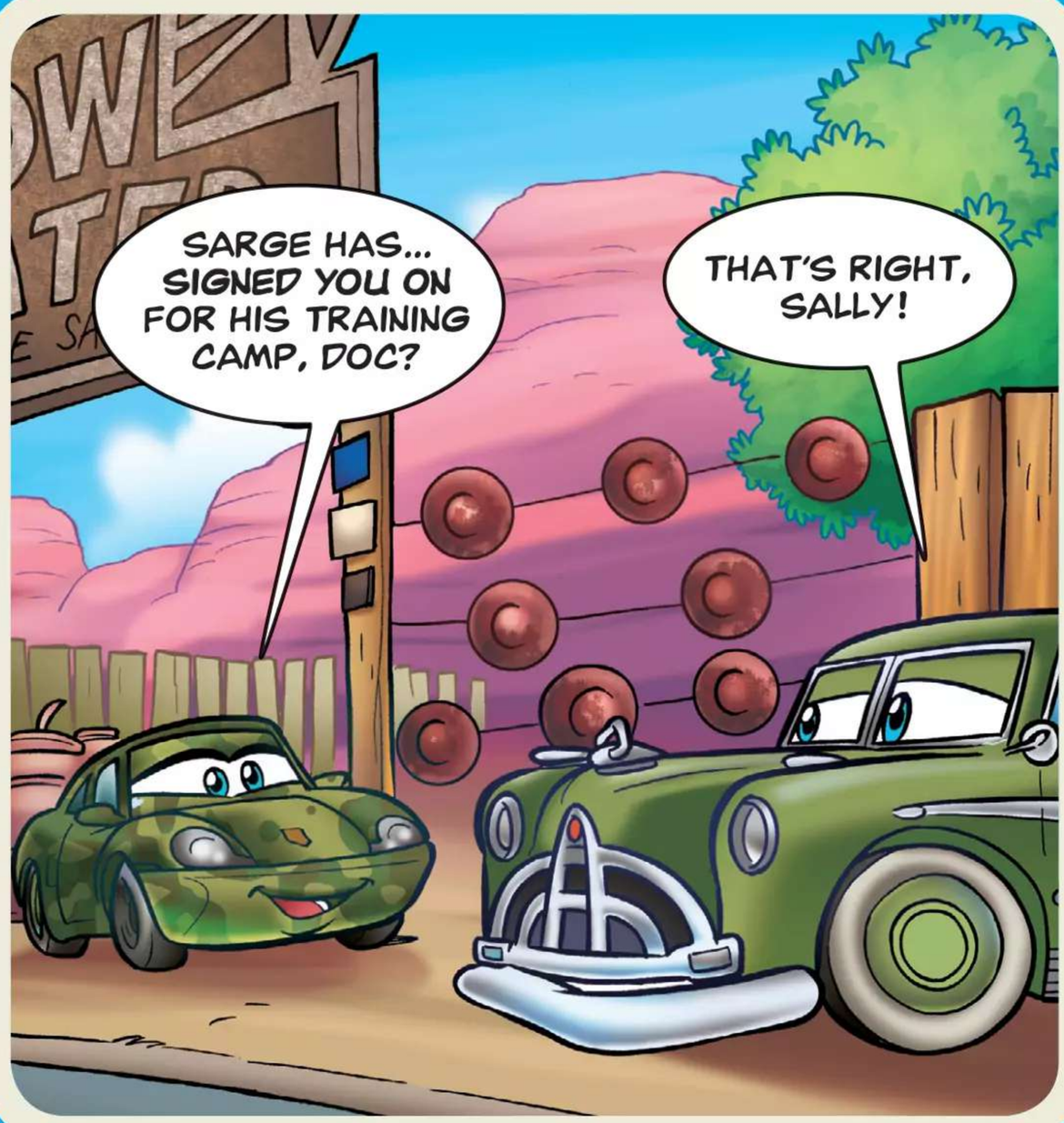
COLORING 2

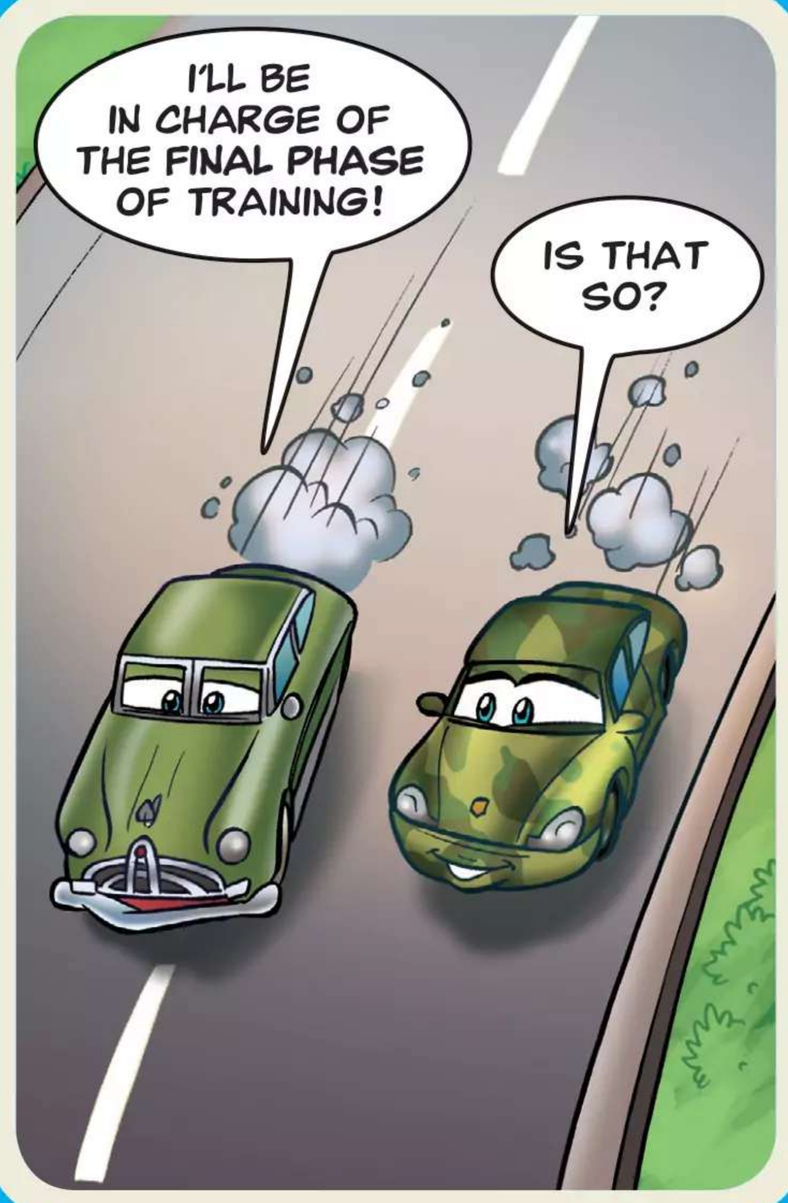
TOUR GUIDE

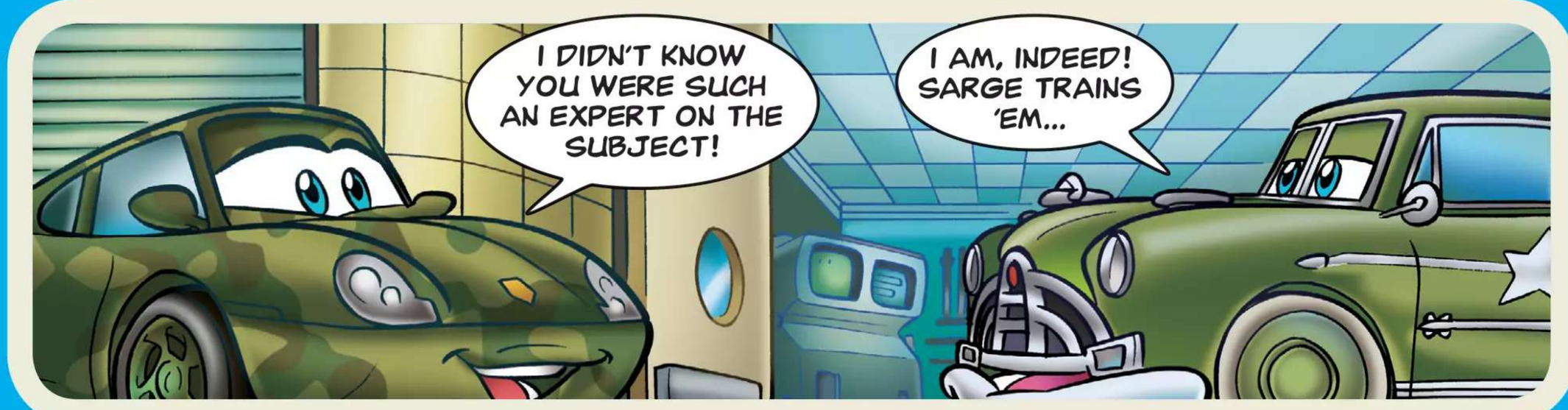
HELP MINI AND VAN JOIN THE STREET CHOOSING A WAY THAT STOPS AT EACH STORE. DON'T FORGET TO USE YOUR IMAGINATION WHILE COLORING!



THE FINAL PHASE







Script: Alessandro Sisti; pencils: Valentino Forlini; ink: Michela Frare; color: Kawaii Creative Studio

THE END

CAMOUFLAGE GAMES

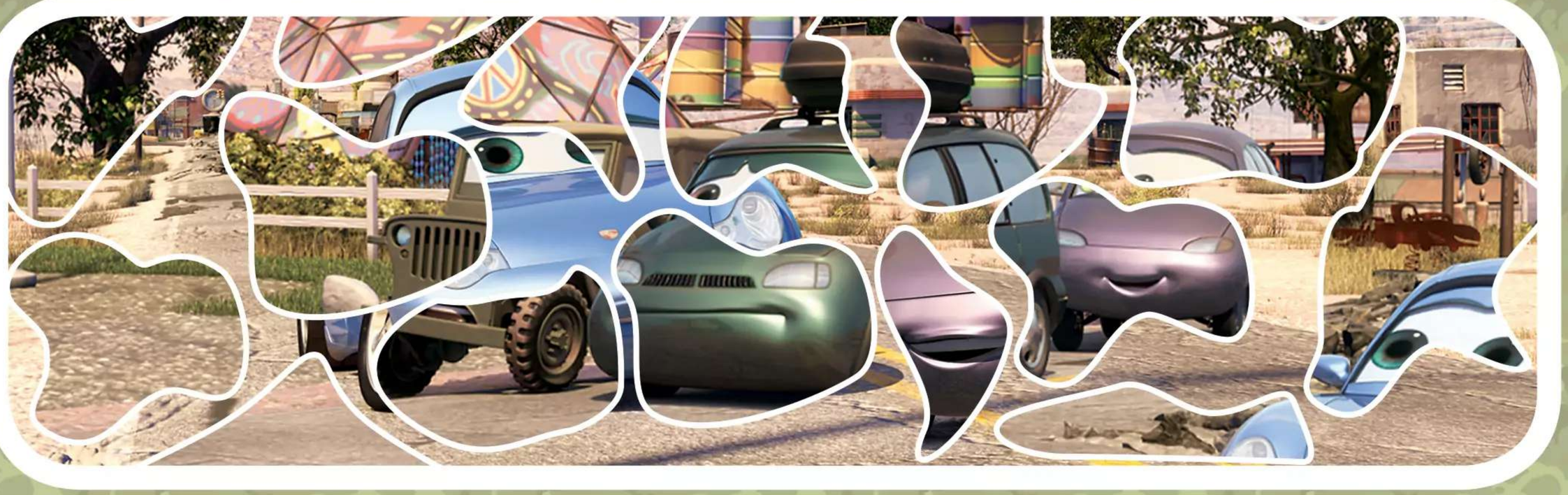
WITH SARGE'S HELP YOU WILL BECOME AN EXPERT IN CAMOUFLAGE!

ANSWERS ON **PAGE 33**

GAME 1 SPOT THE ODD ONE OUT

THE CENTRAL PICTURE CONTAINS MIXED UP FRAGMENTS OF SCENE **A** AND OF SCENE **B**, EXCEPT ONE THAT BELONGS TO ANOTHER SCENE. FIND IT!

A



B

GAME 2

SATELLITE VIEW

SARGE'S MOVEMENTS HAVE ALL BEEN REGISTERED FROM THE SATELLITE. COUNT HOW MANY TIMES HE APPEARS IN THE PICTURE BELOW

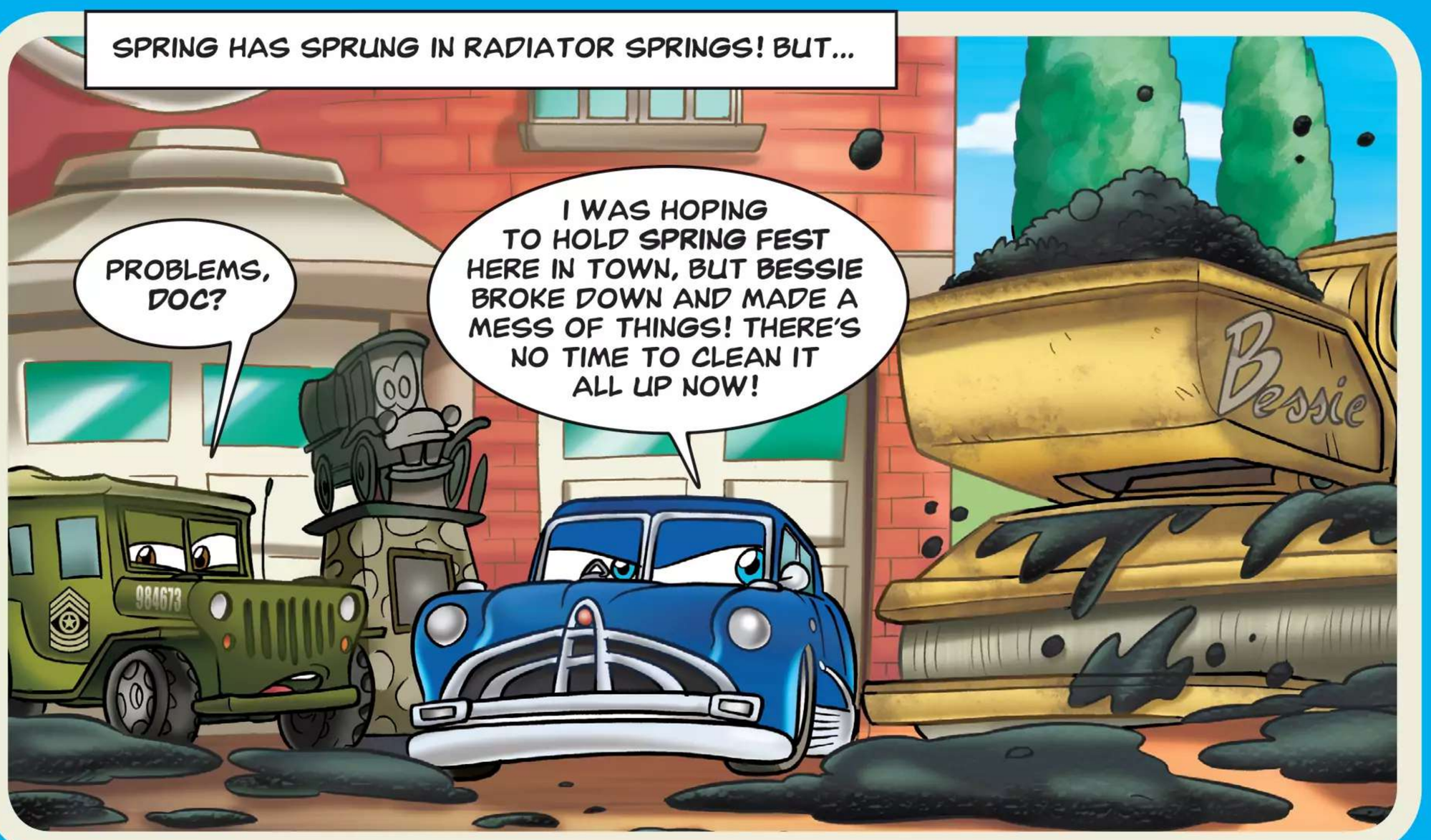
...

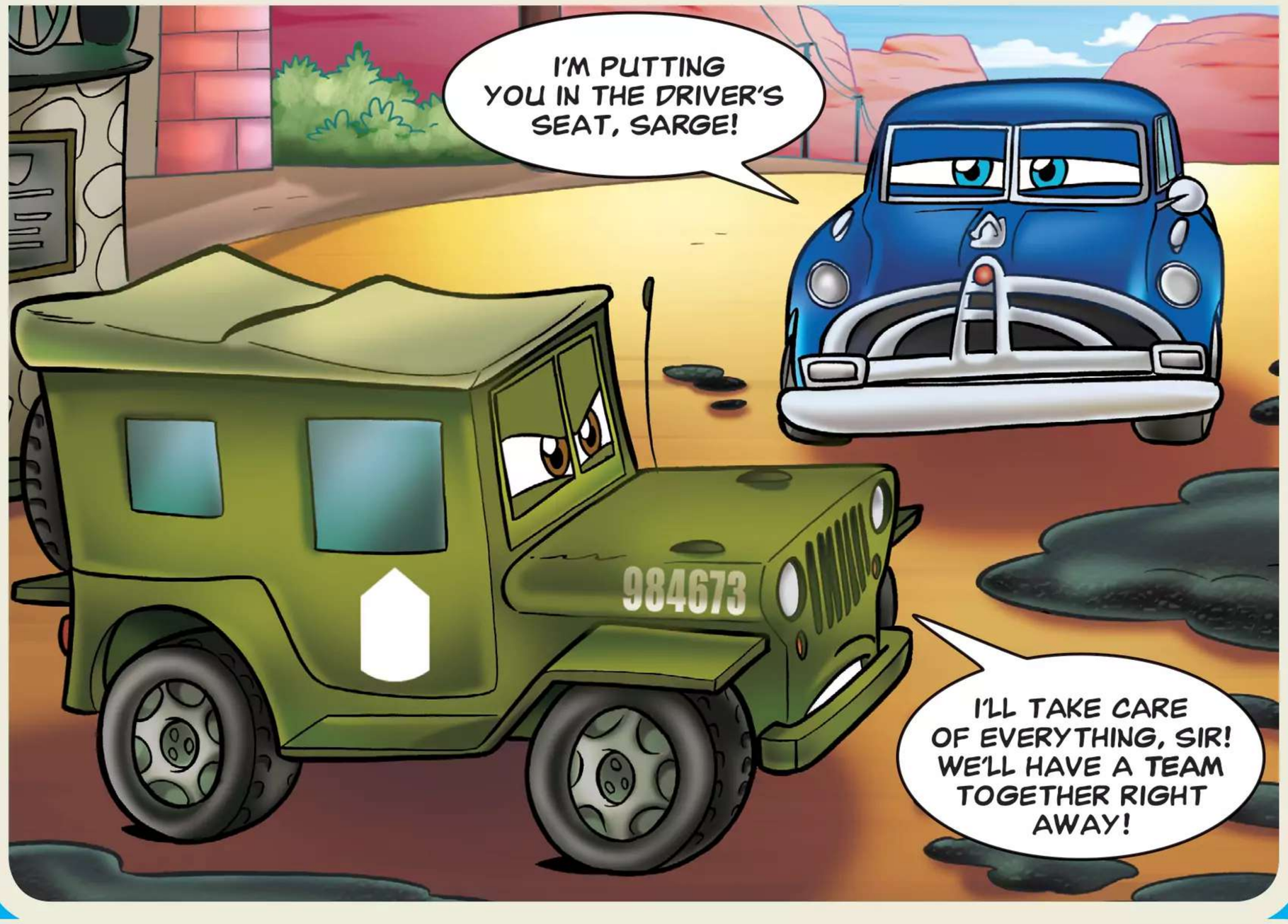
GAME 3

MIXQUEEN

FROM THE MANY LIGHTNING McQUEEN YOU SEE BELOW, CAN YOU FIND THE ONE IN THE CIRCLE ON THE RIGHT?

SARGE, EXPERT STRATEGIST


SPRING HAS SPRUNG IN RADIATOR SPRINGS! BUT...
PROBLEMS, DOC?
I WAS HOPING TO HOLD SPRING FEST HERE IN TOWN, BUT BESSIE BROKE DOWN AND MADE A MESS OF THINGS! THERE'S NO TIME TO CLEAN IT ALL UP NOW!
Bessie
984673



SARGE HAS LOST HIS INSIGNIA! HELP HIM FIND THE RIGHT ONE!

SARGE'S INSIGNIA IS NUMBER 2.

Script: Gabriele Panini; pencil: Valentino Forlini; ink: Michela Frare; colour: Kawaii Creative Studio

RECRUIT MATER! YOU KNOW WHAT TO DO!

HECK IF I DON'T! AND I KNOW THE RIGHT PLACE!

WELL?

EXCELLENT JOB! THIS YEAR'S SPRING FEST IS GONNA BE A PICNIC!

THESE CACTUS FLOWERS NEED WATERING OR THEY WON'T BLOOM IN TIME! THIS CALLS FOR REINFORCEMENTS!

"WE NEED RED'S HELP!"

GREAT! LET SPRING FEST BEGIN!

COLOR THE FRESHLY BLOOMED CACTUS FLOWERS TO HELP MAKE THIS YEAR'S SPRING FEST THE BRIGHTEST EVER!

BUT...

AS USUAL! WHEN I GET WASHED UP, IT RAINS!

FEAR NOT! THERE'S STILL HOPE!

RUUUMBLE

WE NEED A FEW THINGS I'VE GOT OVER AT MY PLACE! ONLY A REAL CHAMPION WILL BE ABLE TO BRING THEM HERE IN TIME!

YOU'VE PICKED THE RIGHT CAR, PAL!

" RUN TO MY WAREHOUSE, YOU'LL FIND..."

VRROOOOM

HE! HE! I'LL BE BACK IN A... FLASH!

HELP LIGHTNING FIND HIS WAY TO SARGE'S BEFORE THE STORM HITS!

A

B

C

THE RIGHT PATH IS THE C.

OH, NO! HERE COMES THE RAIN!

BUCK UP! NOBODY'S GOING ANYWHERE. LIGHTNING'LL BE RIGHT BACK!

CONNECT THE DOTS TO SEE WHAT LIGHTNING HAS BROUGHT TO SARGE! THEN, COLOR IT IN ANY WAY YOU WANT!

GEE, SARGE! FINDING YOUR FIELD TENTS WASN'T EASY!

I SET THEM ASIDE FOR SPECIAL OCCASIONS!

HA! HA! HA! SARGE, YOU'RE AN EXPERT STRATEGIST!

THE END

FLAG-RAISING CEREMONY GAME

WAVE THE FUN
WITH THIS GEOGRAPHIC CHALLENGE!

INSTRUCTIONS

THIS IS A GAME FOR **TWO PLAYERS** THAT CHALLENGE EACH OTHER.

THERE ARE 25 CARDS WITH A FLAG ON ONE SIDE,
AND THE NAME OF ITS NATION ON THE OTHER ONE.

AFTER CUTTING OUT EACH FLAG FROM THE PAGE ON THE RIGHT, THE PLAYERS SHOULD TRY TO **MEMORIZE** WHICH FLAG CORRESPONDS TO WHICH NATION.

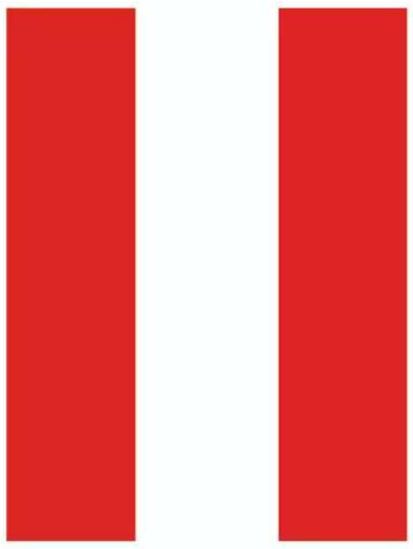
THE PLAYERS PUT THE CARDS IN AN ORDERLY WAY ON THE TABLE
SO **THE FLAGS CAN BE SEEN** AND **THE ANSWERS** (ON THE BACK) **ARE COVERED**.

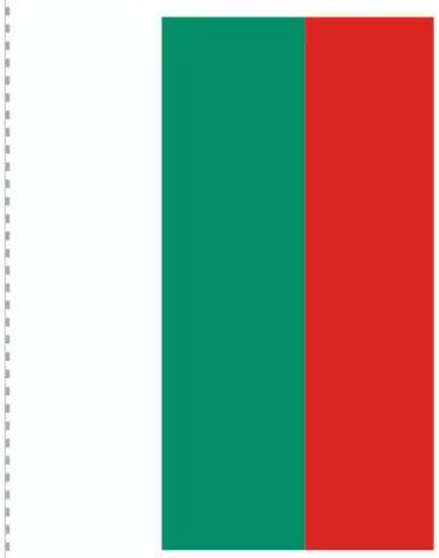
IN TURN, THE PLAYER CHOOSES A FLAG FROM THE TABLE
AND **CHALLENGES** THE OPPONENT BY **SHOWING** HIM/HER THE FLAG,
AND **ASKING** HIM/HER TO TELL THE NATION IT BELONGS TO.

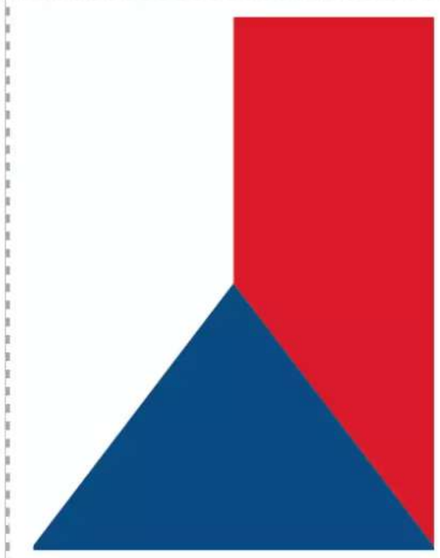
HE/HER WILL EARN A POINT FOR EACH CORRECT ANSWER,
WHILE FOR EACH WRONG ANSWER A POINT WILL BE ASSIGNED TO THE CHALLENGER.

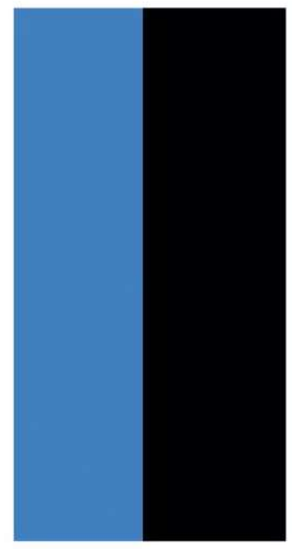
AT THE END OF EACH TURN, THE PLAYERS WRITE DOWN THE SCORE ON A CHART
AND THE FLAG USED WILL BE **REMOVED** FROM THE TABLE.

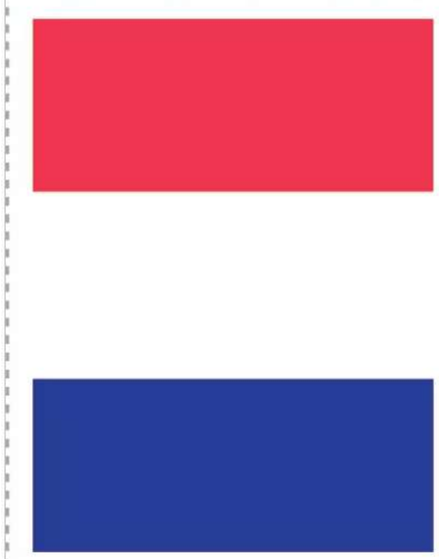
THE GAME FINISHES WHEN ALL THE FLAGS HAVE BEEN USED:
THE WINNER IS THE PLAYER WITH MORE POINTS.

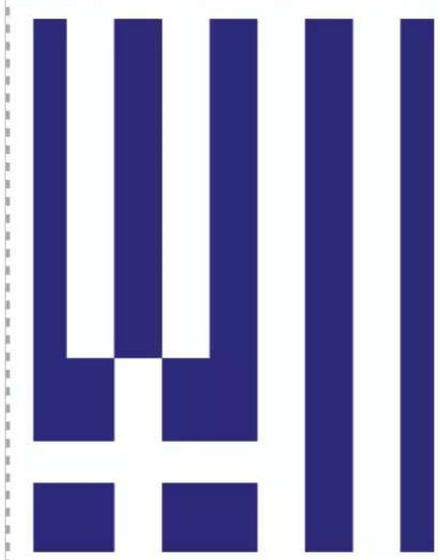


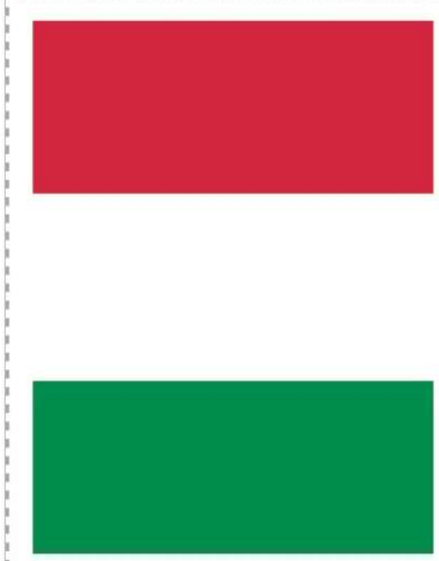


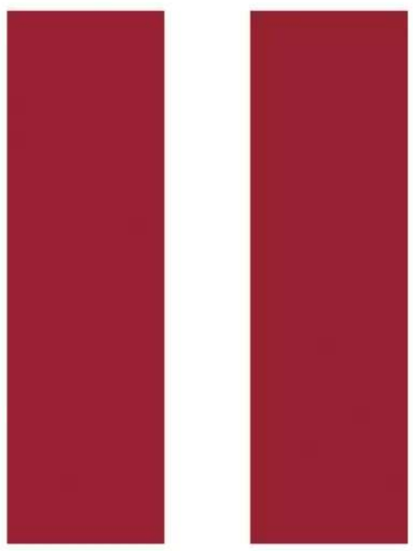


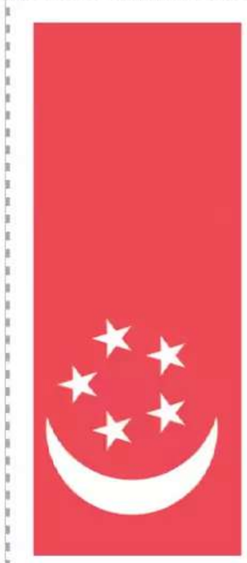


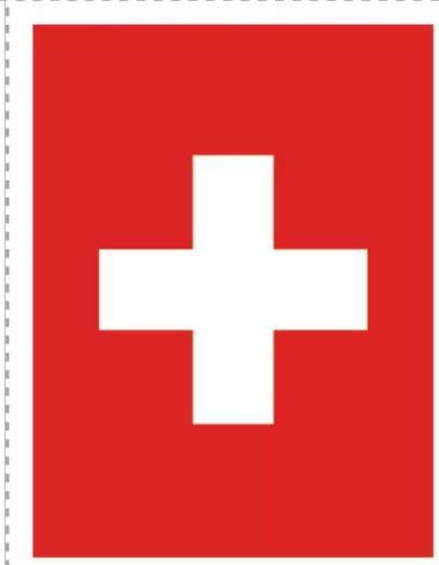


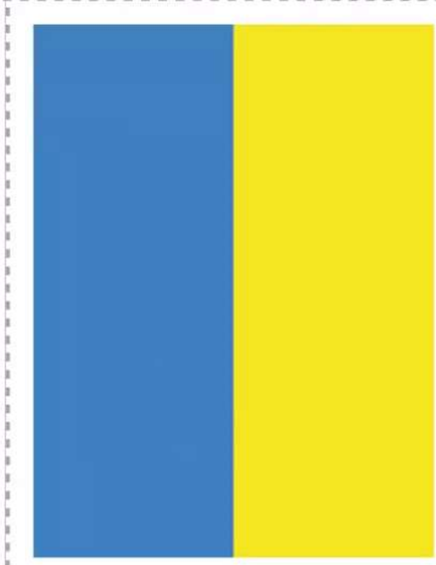












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TURKEY
CZECH REPUBLIC
GREECE
LITHUANIA
SINGAPORE
UKRAINE
ESTONIA
HUNGARY
POLAND
SPAIN
UNITED KINGDOM

THE FULL FINAL RACETRACK

HOW TO JOIN THE 6 SECTIONS OF THE FINAL TRACK

HOW TO ADD UP YOUR SCORE

AT THE END OF EACH RACE, WRITE DOWN YOUR SCORE ON THE CARD. THE HIGHER YOUR RANK, THE MORE POINTS YOU'LL SCORE.

FOR EXAMPLE, IF THERE ARE 3 RACERS, THE ONE WHO FINISHES AS FIRST GETS 3 POINTS, THE SECOND GETS 2 POINTS AND THE THIRD GETS JUST 1 POINT.

YOUR NAME .....

RACE CARD

CHAMPIONSHIP RESULTS

	RANK	POINTS
ASPHALT TRACK		
WET ASPHALT TRACK		
SNOW TRACK		
DIRT ROAD TRACK		
ROCKY GROUND TRACK		
SAND TRACK		
TOTAL POINTS		
FINAL RACETRACK		

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YOUR NAME .....

RACE CARD

CHAMPIONSHIP RESULTS

	RANK	POINTS
ASPHALT TRACK		
WET ASPHALT TRACK		
SNOW TRACK		
DIRT ROAD TRACK		
ROCKY GROUND TRACK		
SAND TRACK		
TOTAL POINTS		
FINAL RACETRACK		

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YOUR NAME .....

RACE CARD

CHAMPIONSHIP RESULTS

	RANK	POINTS
ASPHALT TRACK		
WET ASPHALT TRACK		
SNOW TRACK		
DIRT ROAD TRACK		
ROCKY GROUND TRACK		
SAND TRACK		
TOTAL POINTS		
FINAL RACETRACK		

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CARS MAGAZINE 12

NEWS

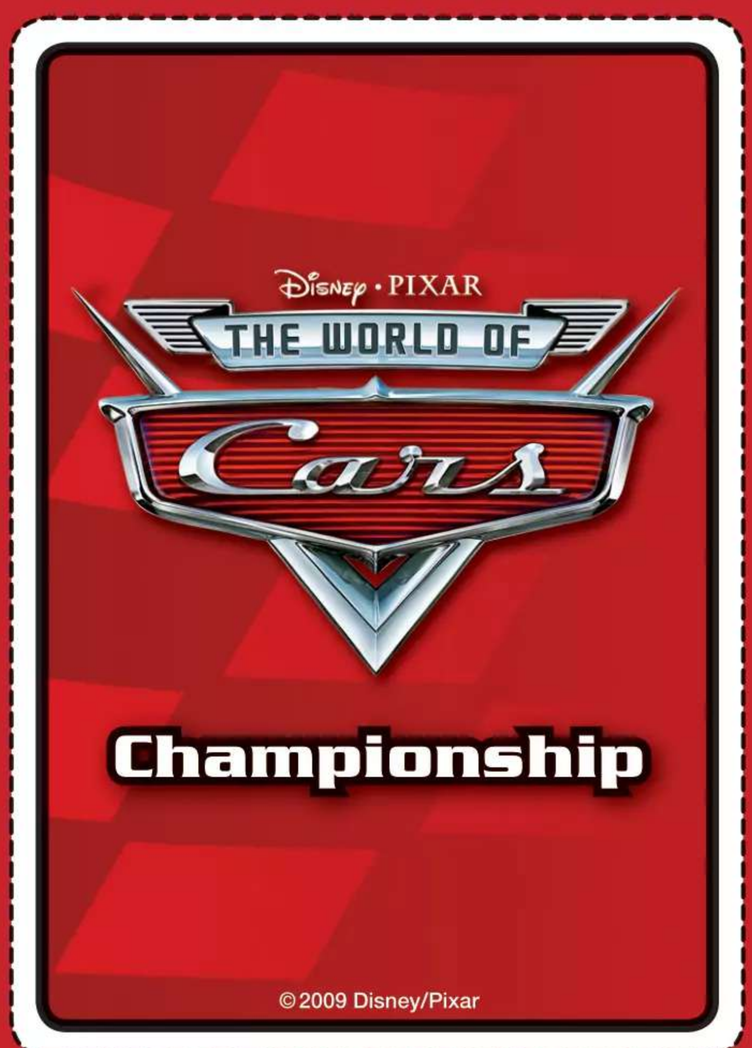
Big News!

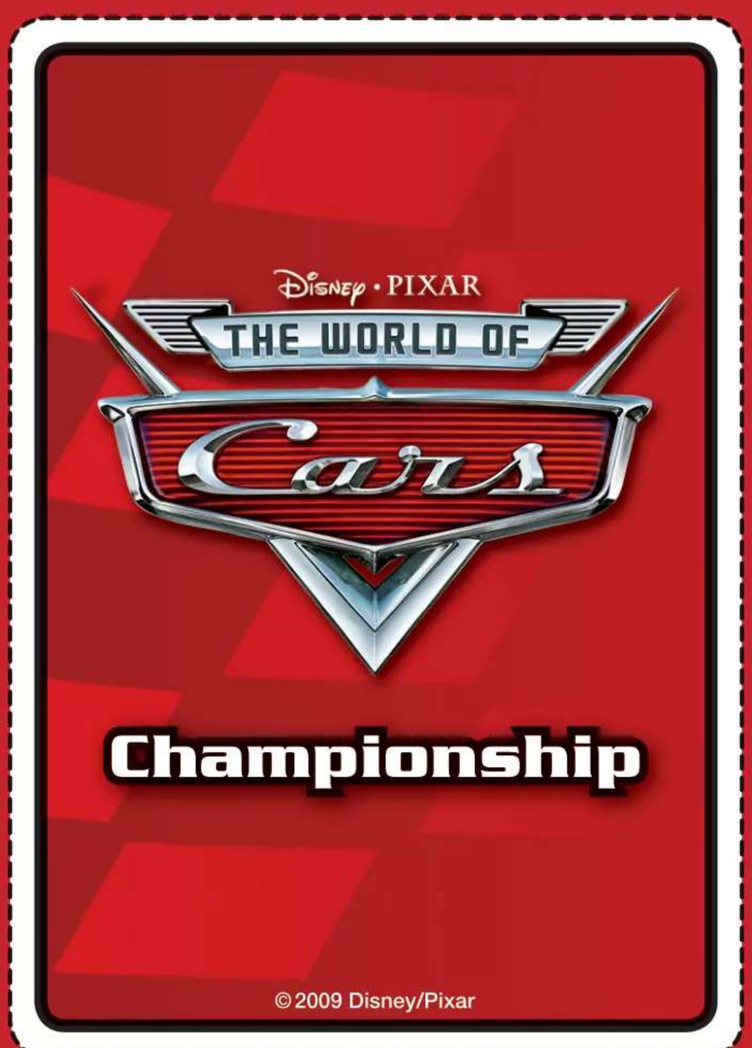
MATER ONE EN ROUTE!

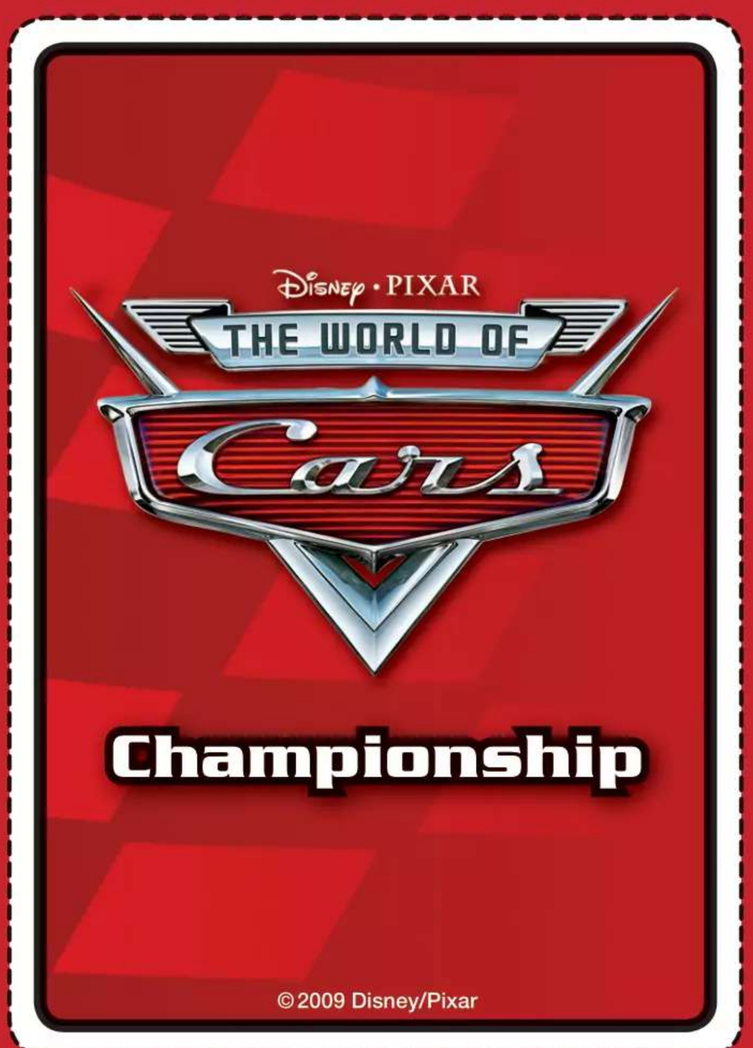
FROM THE NEXT ISSUE YOU'LL FIND

- MATER'S TALL TALES
- NEW COLUMNS
- NEW GAMES
- AND EVEN MORE FUN!

AND ALSO THE GREAT RACETRACK FOR THE CAR CONTEST IN TEAMS





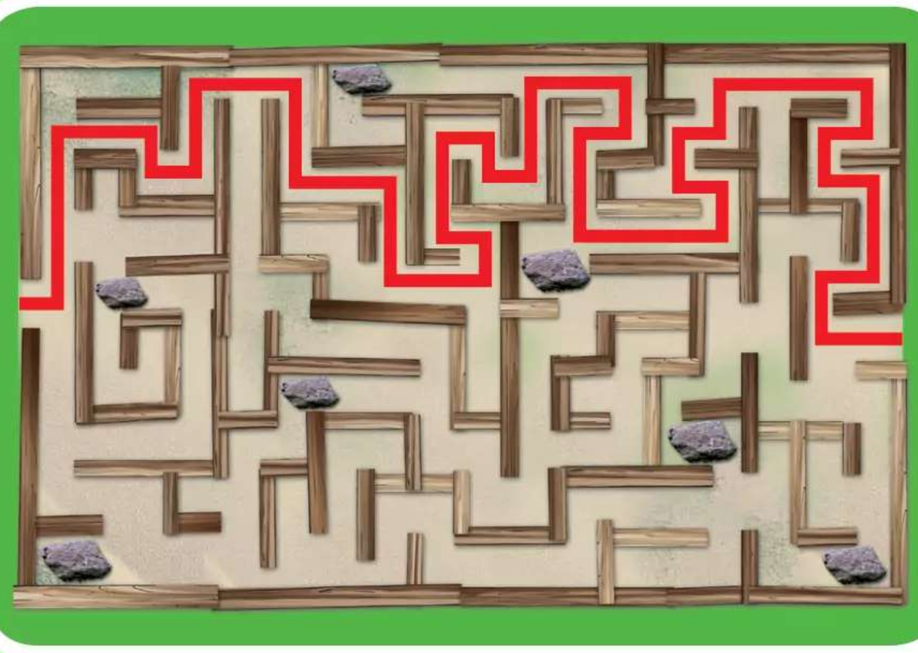


TIP: IF YOU NEED MORE CARDS, MAKE PHOTOCOPIES OF THESE BEFORE CUTTING THEM OUT!

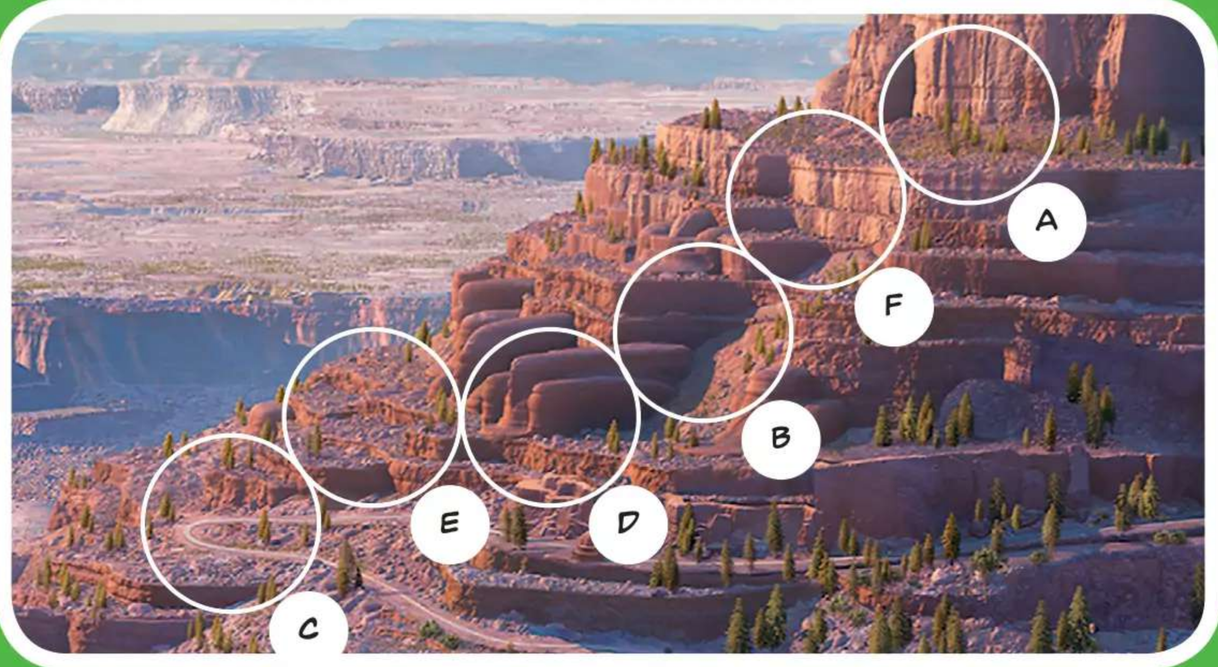
LOOK!

GAME ANSWERS

PAGE 06: TRIAL 1



PAGE 06: TRIAL 2



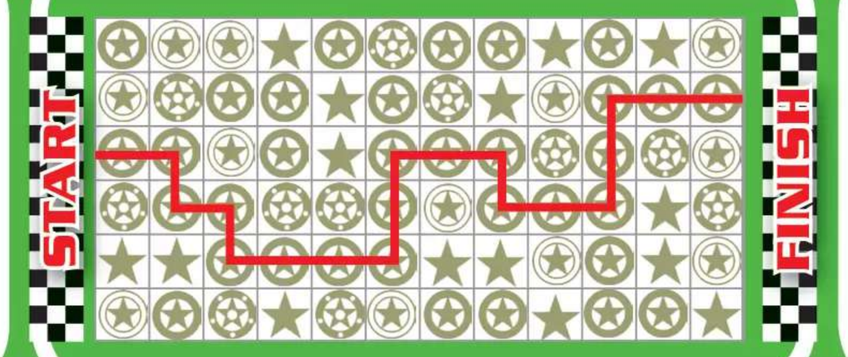
PAGE 07: TRIAL 3

THE CORRECT ANSWERS ARE:

1	2	3	4
YES	NO	NO	NO

5	6	7
NO	NO	YES

PAGE 07: TRIAL 4



PAGES 12-13

THE CORRECT ANSWERS ARE:

A	1	B	5	C	6
D	7	E	9		
F	10	G	12	H	13
I	14	J	15		
K	16	L	17	M	19

PAGES 14-15

THE CORRECT ANSWERS ARE:

A

B

PAGE 22: GAME 1

PAGE 23: GAME 2

THE CORRECT ANSWER IS: 12

PAGE 23: GAME 3

THE CORRECT ANSWER IS:

CARS MAGAZINE 12

CARDS

INSTRUCTIONS:

- CUT OUT THE CARDS, SHUFFLE AND PLACE THE DECK ON THE TABLE, FACE DOWN.
- PLAYERS SIT AROUND THE TABLE AND DRAW LOTS TO SEE WHO GOES FIRST.
- PLAYER 1 CHALLENGES PLAYER 2 (THE FIRST PLAYER TO THE LEFT) BY TURNING OVER THE TOP CARD. PLAYER 2 RESPONDS BY TURNING OVER THE NEXT CARD. IF PLAYER 1'S CARD BEATS PLAYER 2'S (SEE CHART BELOW), THEN PLAYER 1 **EARNS 1 POINT (=1 LAP)** AND PROCEEDS TO CHALLENGE PLAYER 3 IN THE SAME MANNER.
- IF PLAYER 1'S CARD DOES NOT BEAT PLAYER 2'S, THEN PLAYER 2 CHALLENGES PLAYER 3. CONTINUE AROUND THE TABLE.
- **THE FIRST PLAYER TO COMPLETE 10 LAPS, WINS.**
- **IF TWO PLAYERS PICK CARDS OF THE SAME TYPE** (FOR EXAMPLE, 2 STREET CARS), **THE CARD WITH THE HIGHEST VALUE WINS THE CHALLENGE.**

CARD GAME 1

CHALLENGE CHART

RACECAR	BEATS	STREET CAR
STREET CAR	BEATS	FRIEND CAR
FRIEND CAR	BEATS	RACECAR

CARD GAME 2

INSTRUCTIONS:

- EACH PLAYER CHOOSES A **RACECAR** TO COMPETE WITH.
- SHUFFLE THE OTHER CARDS AND PLACE THE DECK ON THE TABLE, FACE DOWN. THE MORE CARDS YOU HAVE, THE MORE EXCITING THE GAME WILL BE.
- THE FIRST PLAYER TURNS OVER THE TOP CARD AND SHOWS IT TO THE OTHERS. THEN THAT PLAYER FOLLOWS THE INSTRUCTIONS ON THE CHART BELOW.
- COUNT EACH PLAYER'S LAPS AS THEY ARE COMPLETED. **THE FIRST PLAYER TO COMPLETE 10 LAPS, WINS!**

IF YOU HAVE	YOU GET	YOU EARN
A **STREET CAR** THE SAME COLOR AS YOUR RACECAR.	YOU GET GOOD ADVICE ON THE RACE	**YOU EARN 1 LAP.** OTHER PLAYERS WITH THE SAME COLOR RACECARS EARN NOTHING.
A **STREET CAR** THAT'S A DIFFERENT COLOR FROM YOUR RACECAR.	YOU GET NO ADVICE ON THE RACE	**YOU EARN NOTHING.**
A **FRIEND CAR** THE SAME COLOR AS YOUR RACECAR.	YOUR FANS CHEER YOU ON!	**YOU EARN 2 LAPS.** OTHER PLAYERS WITH THE SAME COLOR RACECARS EARN NOTHING.
A **FRIEND CAR** THE SAME COLOR AS AN OPPONENT'S RACECAR.	THE CROWD CHEERS FOR YOUR OPPONENT!	**YOUR OPPONENT EARNS 1 LAP.**
A **FRIEND CAR** THAT'S A DIFFERENT COLOR FROM ALL THE RACECARS IN COMPETITION.	A DULL RACE, THE CROWD IS BORED!	**YOU EARN NOTHING.**
A **RACECAR** THE SAME COLOR AS YOUR RACECAR.	CARS ON THE SAME TEAM (SAME COLOR) HELP EACH OTHER	**YOU EARN 1 LAP.** OTHER PLAYERS WITH THE SAME COLOR RACECARS EARN 1 LAP.
A **RACECAR** THE SAME COLOR AS AN OPPONENT'S RACECAR.	YOUR OPPONENT PASSES YOU!	**YOU LOSE 1 LAP.**
A **RACECAR** THAT'S A DIFFERENT COLOR FROM ALL THE RACECARS IN COMPETITION.	YOU TRY TO PASS! ..... IF YOUR RACECAR HAS A HIGHER SCORE THAN THE CARD YOU PICK, YOUR PASS IS SUCCESSFUL.	**YOU EARN 1 LAP.**
	IF YOUR RACECAR HAS A LOWER SCORE THAN THE CARD YOU PICK, YOUR PASS IS UNSUCCESSFUL BECAUSE THE OTHER CAR IS FASTER.	**YOU EARN NOTHING.**

COLLECTOR CARDS

ENJOY, COLLECT AND PLAY WITH THEM!

RACE

CARD 100
KEVIN SHIFTRIGHT

5

1. TOP SPEED: ..... 195 MPH
2. ENGINE: ..... 800 HP
3. EXPERIENCE: ★★★★☆
4. DRIVING SKILL: ★★★★☆
5. SPORTSMANSHIP: ★★★☆☆
6. SPECIALTY: ..... FROM A FAMILY OF CHAMPIONS

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RACE

CARD 101
MANNY FLYWHEEL

4

1. TOP SPEED: ..... 200 MPH
2. ENGINE: ..... 750 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★☆☆☆
5. SPORTSMANSHIP: ★★★★☆
6. SPECIALTY: ..... RACES HARD, PLAYS FAIR

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RACE

CARD 102
DIRKSON D'AGOSTINO

3

1. TOP SPEED: ..... 188 MPH
2. ENGINE: ..... 680 HP
3. EXPERIENCE: ★★☆☆☆
4. DRIVING SKILL: ★★★☆☆
5. SPORTSMANSHIP: ★★★☆☆
6. SPECIALTY: ..... USED TO BE A GRAPHIC ARTIST

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FRIEND

CARD 103
FRANK

4

1. TOP SPEED: ..... 88 MPH
2. ENGINE: ..... 795 HP
3. EXPERIENCE: ★☆☆☆☆
4. DRIVING SKILL: ★☆☆☆☆
5. GENEROSITY: ☆☆☆☆☆
6. SPECIALTY: ..... A QUICK TEMPER

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FRIEND

CARD 104
LUIGI "FERRARI"

3

FIAT™ Ferrari®

1. TOP SPEED: ..... 60 MPH
2. ENGINE: ..... 165 HP
3. EXPERIENCE: ★★☆☆☆
4. DRIVING SKILL: ★☆☆☆☆
5. GENEROSITY: ★★★☆☆
6. SPECIALTY: ... ALWAYS IN POLE POSITION

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FRIEND

CARD 105
GUIDO TIRE BOUNCING

2

1. TOP SPEED: ..... 30 MPH
2. ENGINE: ..... ELECTRIC
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★☆☆☆
5. GENEROSITY: ★★★☆☆
6. SPECIALTY: ..... A WIZ WITH TIRES

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STREET

CARD 106
MILDRED BYLANE

3

1. TOP SPEED: ..... 95 MPH
2. ENGINE: ..... 120 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★☆☆☆☆
5. FRIENDLINESS: ★★★★☆
6. SPECIALTY: ..... RED'S OLD FLAME!

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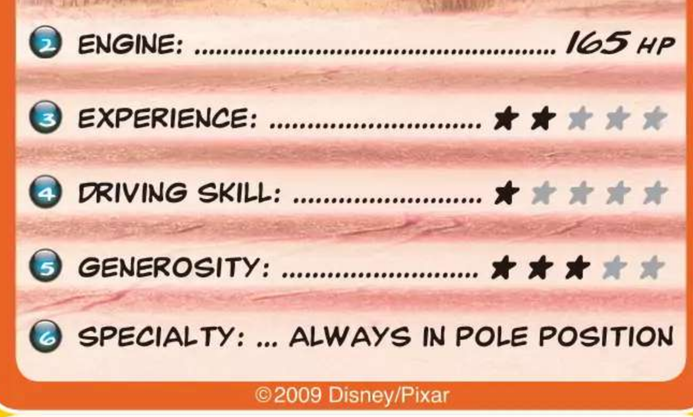
STREET

CARD 107
CHIEF NO STALL

2



1. TOP SPEED: ..... 170 MPH
2. ENGINE: ..... 190 HP
3. EXPERIENCE: ★★★★★
4. DRIVING SKILL: ★★★☆☆
5. FRIENDLINESS: ★★☆☆☆
6. SPECIALTY: ... THE STRICTEST OF RACING

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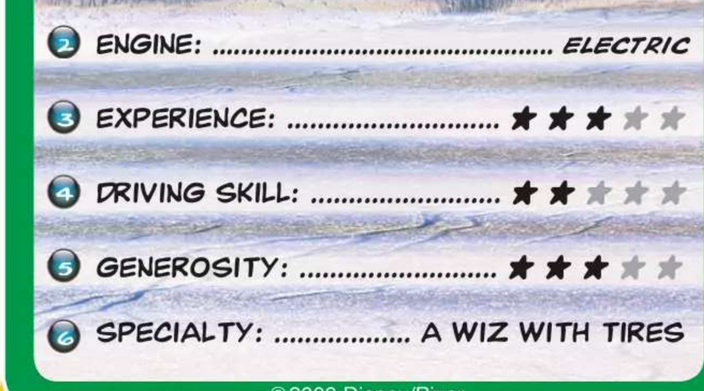
STREET

CARD 108
TIMOTHY TWOSTROKE

1



1. TOP SPEED: ..... 156 MPH
2. ENGINE: ..... 170 HP
3. EXPERIENCE: ★★☆☆☆
4. DRIVING SKILL: ★★★☆☆
5. FRIENDLINESS: ★★★★★
6. SPECIALTY: ..... A DIE-HARD LIGHTNING FAN

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CARS MAGAZINE 12

STICKERS

RACE CARS AND PISTON CUP FANS

CARS MOVIE STICKERS

COLLECT THE BEST MOMENTS FROM THE CARS MOVIE! IN EVERY SECOND ISSUE YOU WILL GET THESE COOL STICKERS!

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